

CLAIMS

What is claimed as new and desired to be protected by Letters Patent of the United States is:

1. A method of compensating for network latency in an online multiplayer game requiring more than two participants, wherein the client structure of said game utilizes at least one server, comprising the steps of:
 - qualifying all participants in the game as members of either an active group or an awaiting group;
 - qualifying a member of said active group as an initiator;
 - qualifying at least one member of said active group as an intended receiver;
 - qualifying at least one member of said active group as an interceptor;
 - conveying an action initiated by said initiator and directed to said intended receiver first to said interceptor, wherein said interceptor has the initial opportunity to react to said action, and wherein a reaction by said interceptor results in an outcome signal; and
 - conveying said outcome signal to each of said initiator, intended receiver and interceptor at a specific time for each, wherein each will witness the reaction concurrently.
2. The method according to claim 1, wherein said outcome signal comprises instructions regarding the time to display said reaction.
3. The method according to claim 1, wherein said intended receiver has the initial opportunity to react to said reaction.

4. The method according to claim 1, wherein said step of qualifying an initiator comprises the step of determining which character is in possession of a game object.

5. The method according to claim 1, wherein said step of qualifying at least one intended receiver comprises the step of determining to which character said initiator is attempting to convey said game object.

6. The method according to claim 1, wherein said step of qualifying at least one interceptor comprises taking into account one or more of: the established rules of said game, the particular character parameters defined by said game, and in-game situations.

7. The method according to claim 1, wherein members of said awaiting group are qualified as members of said active group according to a pre-determined, game-specific formula.

8. The method according to claim 1, wherein said game comprises at least two teams, and wherein said initiator and said intended receiver are on the same team.